SEGA™

OutRun™

For Atari® ST™ Series, Commodore 64 & 128,® and Amiga.®

You've always dreamed of getting
behind the wheel of a car like this,
haven't you? She's sleek. She's smooth.
She's the fastest thing on four wheels.
And now, she's **all yours.**

Your Dream Machine

It's everything you've ever dreamed of in the ultimate driving experience. And more.

Start with the hottest car ever to hit the road. Soup up the engine to let her do speeds of up to 295 kilometers per hour. And put in the best sound system money can buy.

Then take her out on some of the most scenic roads in the world. Cruise by the beaches of southern France. Race along Germany's modern Autobahn. And soar through the Swiss Alps.

Take a turn through the French countryside. Or cross California's Death Valley. Wherever you go, the scenery's going to be sensational.

But then everything looks great when you're behind the wheel of a car like this.

Power Up
Loading Instructions by System

For Atari ST

1. Set up your computer as shown in the Atari ST owner's manual.
2. Plug a joystick into port #1. Leave the mouse in port #0. With mouse, left button controls the gas and right button controls gears.
3. Insert the *Out Run* diskette into the drive, then turn on the drive and the computer.
4. Press the spacebar for menu. Position the cursor over your menu choice with the mouse. Pull back. To select joystick instead of mouse, pull down CONTROL menu, highlight JOYSTICK, and press the left button on the mouse. Or else press **M** for mouse or **J** for joystick.
5. Under TUNE you may select Passing Breeze, Splash Wave, Magical Sound Shower, or Radio Off.
6. To begin, pull down the GAME menu, highlight START, and press the fire button on the joystick or left button on the mouse.
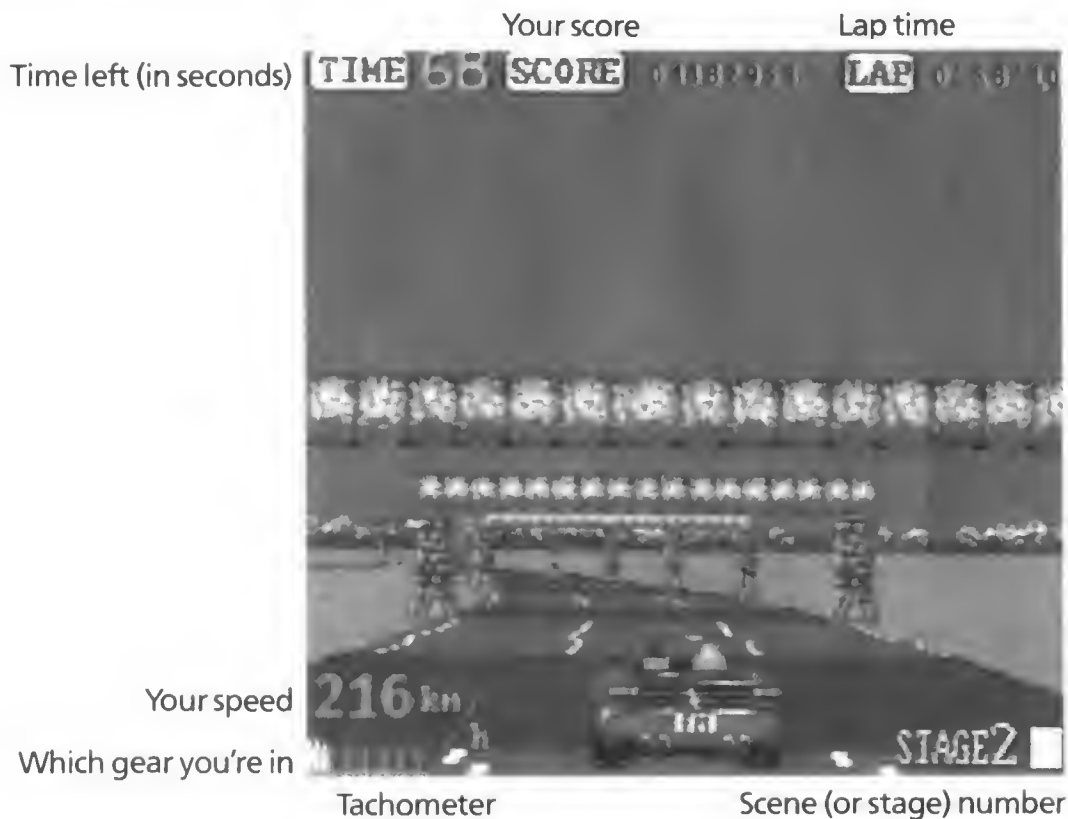
For Commodore 64 & 128

1. Set up your computer as shown in the Commodore 64 or 128 owner's manual.
   Note: For Commodore 128, set the system to C64 mode.
2. Plug a joystick into port #2.
3. Turn on your disk drive and computer.
4. Insert the *Out Run* diskette into the drive and type **LOAD "*",8,1** and press **RETURN.** Follow onscreen directions to flip the diskette.
5. Move the joystick up or down to highlight the desired goal (A–E). Then press the fire button.
6. After choosing your goal, you can select your music. Move the joystick right for Magical Sound Shower, middle for Splash Wave. Or move left for Radio Off. Then push the fire button.

For Amiga

1. Set up your computer as shown in the Commodore Amiga owner's manual.
2. Plug in your joystick or mouse as shown in the manual.
3. Insert the *Out Run* diskette into the disk drive, label side up.
4. Turn on the computer.
   Note: Amiga 1000 requires a Kickstart™ 1.2 or higher version diskette.
5. For menu selections, follow steps 4, 5, and 6 from the Atari ST loading instructions.

On the Road

By now, you're ready and rarin' to go. But before you rush right out there and get yourself in trouble, why not familiarize yourself with what's on the screen?

Your score · Lap time

Time left (in seconds) — TIME 68 SCORE 01182956 LAP 0'58'10

Your speed — 216 km/h

Which gear you're in

Tachometer · Scene (or stage) number · STAGE 2

OK. Now you're ready to go. Press the fire button, wait for the green light, and push forward on the joystick or press left button on mouse. Here's how to handle your car once you're on the road:

To switch gears: Press the fire button on the joystick (right button on mouse).
Note: Start out by taking corners in first gear. Use second gear to open it up for real acceleration.

To steer left: Move joystick/mouse left.

To steer right: Move joystick/mouse right.

To accelerate: Press forward on the joystick (press left button on mouse).

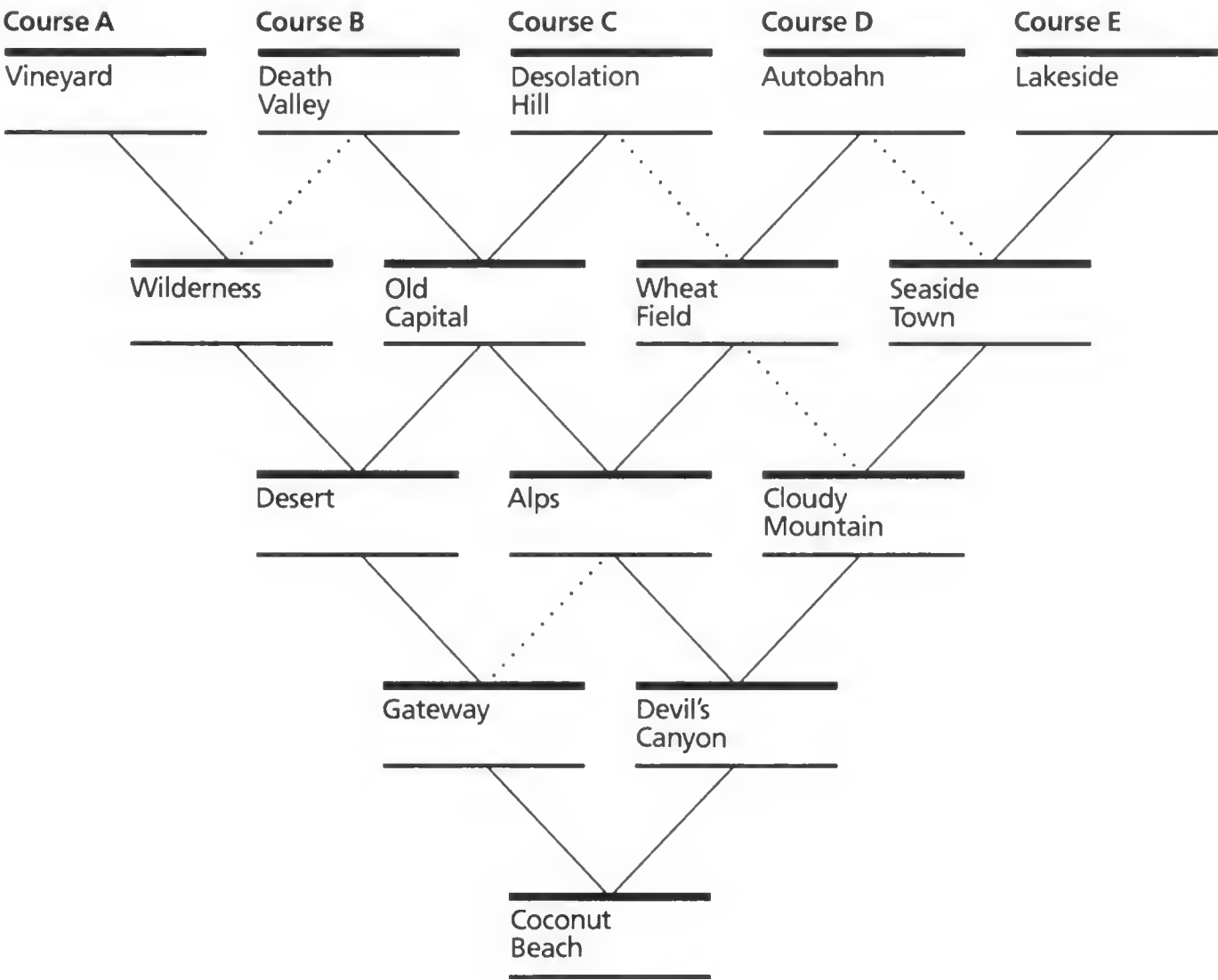**To brake or decelerate:** Pull back on the joystick (release left button on mouse).

To pause during game: Press spacebar. Press again to continue.

To start over: Press ESC key (RESTORE on the C64 & 128).

Your Itinerary

At the end of each course, you'll see a map. It will show you exactly how far you went.

You'll always start at Coconut Beach. But you could end up in one of five different destinations:

Course A

Vineyard

Course B

Death Valley

Course C

Desolation Hill

Course D

Autobahn

Course E

Lakeside

Wilderness

Old Capital

Wheat Field

Seaside Town

Desert

Alps

Cloudy Mountain

Gateway

Devil's Canyon

Coconut Beach

——————— Commodore, Atari ST, and Amiga routes

· · · · · · · · · Atari ST and Amiga routes only

Timing and Scoring

At the beginning of each scene, the length of time allowed is shown at the top of the screen. If you reach the checkpoint in less than the time allowed, your reserve time will be awarded to the next scene. So step on it!

Your score is based on how well — and how fast — you drive. Here's how it's tallied:

For driving fast: points keep on increasing

For crossing the goal line: time remaining x 1 million

Your Name in Lights

At the end of each race, the "Name Entry" screen will appear. If you have earned enough points to rank within the seven existing scores, your score will be listed in order. When this happens, you'll be able to enter your initials next to your score.

To place your initials on the screen, move the joystick (or mouse) right or left to highlight each letter. Then press the fire button to make your selection.

Winning Tips

- If you slam on the brakes, you'll come to a dead stop and need to regain momentum. So switch to low gear instead.

- To maneuver a curve, downshift to low so you can hug the road and stay on course.

- To race down a straightaway, shift into high gear to achieve maximum speed.

- Avoid hitting vehicles in front of you. They will slow you down.